

IN THE CLAIMS:

1-16. (Canceled)

17. (Currently amended) A method for manufacturing a semiconductor device comprising:

depositing a film over a substrate by ~~repeating~~ repeatedly moving an evaporation source in an X direction and then moving the substrate in a Y direction at regular intervals.

18. (New) The method according to claim 17, wherein the semiconductor device is incorporated into an electronic apparatus selected from the group consisting of a video camera, a digital camera, a goggle display, a navigation system, an audio reproducing apparatus, a laptop computer, a game machine, a mobile computer, a cellular phone, a portable game machine, an electronic book, and an image reproducing apparatus.

19. (New) A method for manufacturing a semiconductor device comprising:
depositing a film over a substrate by repeatedly moving the substrate in a Y direction at regular intervals while making a movement speed of a first evaporation source in an X direction and a movement speed of a second evaporation source in the X direction different.

20. (New) The method according to claim 19, wherein the semiconductor device is incorporated into an electronic apparatus selected from the group consisting of a video camera, a digital camera, a goggle display, a navigation system, an audio reproducing apparatus, a laptop computer, a game machine, a mobile computer, a cellular phone, a portable game machine, an electronic book, and an image reproducing apparatus.

21. (New) A method for manufacturing a semiconductor device comprising:
depositing a film over a substrate by moving or reciprocating an evaporation source in the X direction while moving the substrate in the Y direction at a constant speed.

22. (New) The method according to claim 21, wherein the semiconductor device is incorporated into an electronic apparatus selected from the group consisting of a video camera, a digital camera, a goggle display, a navigation system, an audio reproducing apparatus, a laptop computer, a game machine, a mobile computer, a cellular phone, a portable game machine, an electronic book, and an image reproducing apparatus.

23. (New) A method for manufacturing a semiconductor device comprising:
depositing an EL material over a substrate by repeatedly moving an evaporation source in an X direction and then moving the substrate in a Y direction at regular intervals.

24. (New) The method according to claim 23, wherein the semiconductor device is incorporated into an electronic apparatus selected from the group consisting of a video camera, a digital camera, a goggle display, a navigation system, an audio reproducing apparatus, a laptop computer, a game machine, a mobile computer, a cellular phone, a portable game machine, an electronic book, and an image reproducing apparatus.

25. (New) A method for manufacturing a semiconductor device comprising:
depositing an EL material over a substrate by repeatedly moving the substrate in a Y direction at regular intervals while making a movement speed of a first evaporation source in an X direction and a movement speed of a second evaporation source in the X direction different.

26. (New) The method according to claim 25, wherein the semiconductor device is incorporated into an electronic apparatus selected from the group consisting of a video camera, a digital camera, a goggle display, a navigation system, an audio reproducing apparatus, a laptop computer, a game machine, a mobile computer, a cellular phone, a portable game machine, an electronic book, and an image reproducing apparatus.

27. (New) A method for manufacturing a semiconductor device comprising:

depositing an EL material over a substrate by moving or reciprocating an evaporation source in the X direction while moving the substrate in the Y direction at a constant speed.

28. (New) The method according to claim 27, wherein the semiconductor device is incorporated into an electronic apparatus selected from the group consisting of a video camera, a digital camera, a goggle display, a navigation system, an audio reproducing apparatus, a laptop computer, a game machine, a mobile computer, a cellular phone, a portable game machine, an electronic book, and an image reproducing apparatus.